CPT 236 JAVA PROGRAMMING

Final project

Create an application to solve a problem you design yourself.  The solution must be represented in an array of objects of a class that inherits from another class of your design. Input to your program must include use of:

* buttons
* labels
* textboxes
* one or more of checkboxes, combo box or list box
* an input or output file; or both
* An array containing at least three objects

You should try to incorporate as many techniques from the java class as possible in this project. Try to work beyond the scope of material presented in the lectures.  Your grade will be largely determined by the complexity and sophistication by which you model an entity of your choice.

Your system must be documented on paper as follows:

* a complete data dictionary separated into data by objects and interface data (class descriptions)
* a list of methods used in your system organized by class
* a well written page of instructions on how to use the interface.
* a well written page in standard written English describing the classes you create: what do they represent, what data do they store, what methods do they implement.

 Your object should represent an entity that changes while the program is running, not simply code that stores data and does a few calculations.  Think of the type of system developed in assignments three and four. The more components you use and the more complex your data and processing is, the higher the grade you earn.